

## CALFED GAME 5

Gaming Years 1981-1992

5/19/2000

Model: CALSIM version of DWRSIM ???

**Base Run (b(2) baseline)**

1995 Level of Development  
 Level 2 Refuge Water supply  
 American River D-893  
 D-1485  
 Trinity @ 390-750 TAF

**WQCP Run**

1995 Level of Development  
 Level 2 Refuge Water supply  
 ~D-1400 (mod.)  
 D-1641  
 Trinity @ 390-750 TAF

**Asset Assumptions****JPOD**

6,680 cfs with no new facilities  
 1st priority Cross Valley Canal  
 2nd priority 50% CVP, 50% EWA

**Banks + additional 500 cfs**

Total 7,180 cfs July thru Sept  
 100% SWP with 2:1 State operations smelt biological opinion

**Unused San Luis Storage**

1st priority CVP/SWP  
 2nd priority EWA

**Source Shifting**

Up to 200 TAF 50% CVP, 50% EWA Repay in 3 years

**E/I Flex**

100% EWA

**Water Acquisitions**

200 TAF north and/or south of Delta

**Empty Storage Space**

180 TAF south of Delta

**Options**

100 TAF north of Delta & 100 TAF south of Delta, 3 out of 10 years

**SWP Gain**

25% SWP, 75% EWA

**Results of Game 5****Fish Benefits (AF/Year)**

	<u>Critical</u>	<u>Dry</u>	<u>Below Normal</u>	<u>Above Normal</u>	<u>Wet</u>	<u>Average</u>
WQCP						
b(2)						
EWA						
Total						

**CVP South of Agricultural Delta Service Contract Allocation (% of 1.95 MAF)**

	<u>Critical</u>	<u>Dry</u>	<u>Below Normal</u>	<u>Above Normal</u>	<u>Wet</u>	<u>Average</u>
Game 5						
Land Ret.						
Total						

## Gaming Results

### Fish Benefits (AF/Year)

	Critical	Dry	Below Normal	Above Normal	Wet	Average
WQCP						
b(2)						
EWA						
Total						

### CVP South of Delta Service Contract Allocation (% of 1.95 MAF)

	Critical	Dry	Below Normal	Above Normal	Wet	Average
Game 5						
EWA						
Total						